

## [FIG. 1]

2       CONTROLLER PAD  
3       CD-ROM DRIVE  
5       COMMUNICATION DEVICE  
103     MAIN MEMORY  
104     GRAPHIC MEMORY  
105     SOUND MEMORY  
106     BACKUP MEMORY  
108     VIDEO ENCODER  
109     SOUND PROCESSOR  
110     D/A CONVERTER  
111     BUS ARBITER

## [FIG. 7]

226     MOVEMENT MODE DISTINCTION UNIT  
228     FUNCTION SELECTING UNIT  
          OPERATIONAL SIGNAL  
230     STANDARD OPERATIONAL STATUS DETERMINATION  
232     RELATIVE POSITION CONTROL UNIT OF CONTACT POINT AND BALL  
234     PROCESSING EXECUTION UNIT  
236     LOCK-ON SELECTION UNIT  
          OPERATIONAL SIGNAL  
238     SPECIAL OPERATIONAL STATUS DETERMINATION  
240     RELATIVE POSITION CORRECTION UNIT OF CONTACT POINT AND

BALL

242 PROCESSING EXECUTION UNIT

[FIG. 8]

SWING ACTION CONTROL ROUTINE

250 WHAT IS OPERATION MODE?

STANDARD MOVEMENT

252 OPERATIONAL STATUS DETERMINATION OF PLAYER

254 SWING MOTION

256 RELATIVE POSITION CALCULATION OF CONTACT POINT POSITION  
AND BALL

258 MOVEMENT DIRECTION CALCULATION OF BALL

260 BALL DISPLAY CONTROL

SPECIAL MOVEMENT

262 AURA DISPLAY ELIMINATION

264 SWING MOTION

266 BALL POSITION CORRECTION

RETURN

[FIG. 11]

AURA GENERATION CONTROL ROUTINE

300 TIME FOR AURA GENERATION?

302 CAMERA VIEWPOINT POSITION RECOGNITION

304 AURA DISPLAY OMITTED

306 DISPLAY RESPECTIVE COLLISION BALLS ON PROJECTION SCREEN  
308 DECIDE CENTER OF PROJECTION CIRCLE OF REFERENCE COLLISION  
BALL  
312 POSITION CALCULATION OF FARTHERMOST PORTION OF RADIAL  
LINES AND PROJECTION CIRCLE OF RESPECTIVE COLLISION BALLS  
314 EXTEND  $+\alpha$  TOWARD RADIAL LINES  
316 CONNECT FINAL CONTOUR POINT AND SET AURA GENERATION AREA  
318 AURA DISPLAY CONTROL  
RETURN

[FIG. 14]

GAME START MEANS

GAME IMPLEMENTATION MEANS

INCLINATION MEANS

ROLLING MEANS

ORIENTATION MEANS

BALL ROLLING STATUS DETECTION MEANS

CHARACTER MOVEMENT SELECTION MEANS

GAME OVER DETERMINATION MEANS

[FIG. 15]

GAME START

1500 GAME PROCESSING

1502 BALL ROLLING ON INCLINED PLATE FACE

1504 GENERATION OF CHARACTER BEHAVIOUR SELECTION

1506 CHARACTER FRONT FACE SETTING

1508 COLLISION DETERMINATION AGAINST BALL

RETURN